Playout Software

R&S®VENICE Play

Software Version 1.0

User Guide

ROHDE&SCHWARZ

User Guide Version 1.0.1 for VENICE Play Version 1.0

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Introduction

1.1 Target Group

To use this user guide and the R&S DVS software correctly, you should have experience in handling PCs and working with the respective operating system where the software is installed. If you want to use the software and the R&S DVS system to its full potential, you should also have knowledge in the field of digital video in general.

When working on the VENICE server system, you should be familiar with how to operate the hardware of a video/server system.

Furthermore, to use the R&S DVS system in connection with other equipment, e.g. a VTR, you should know how to operate this equipment.

1.2 Conventions Used in this User Guide

The following typographical conventions will be used in this documentation:

1. Texts preceded by this symbol describe activities that you must perform in the order indicated.

- Texts preceded by this symbol are parts of a list.
  - Texts preceded by this symbol are parts of a list of a second level.

- Texts preceded by this symbol are parts of a requirements list.

▶ Texts preceded by this symbol describe the result of an action.

Texts preceded by this symbol are general notes intended to facilitate work and help avoid errors.

NOTICE

Cause of Risk

Indicates the possibility of incorrect operation which can result in damage to the product. You must pay particular attention to text that follows this symbol to avoid errors.

Preventive measures to avoid risks of damage to the system.

⚠ CAUTION	**Source of Danger** Indicates a hazardous situation which, if not avoided, could result in minor or moderate injury. **Preventive measures to avoid minor or moderate injury.**
⚠ WARNING	**Source of Danger** Indicates a hazardous situation which, if not avoided, can result in death or serious injury. **Preventive measures to avoid death or serious injury.**
⚠ DANGER	**Source of Danger** Indicates a hazardous situation which, if not avoided, will result in death or serious injury. **Preventive measures to avoid death or serious injury.**

" " Texts enclosed by quotation marks are references to other manuals, guides, chapters, or sections.

' ' Texts enclosed by single quotation marks are references to labelings given by the author and quoted labelings.

'Window'	Text in bold with single quotation marks indicates a window name
BUTTON	Text in small caps and bold indicates a push button
Group/Menu	Text in italic and bold indicates either a group name, menu name or options in a menu list
Menu » Option	In the specified group or menu select the stated item
Item	Text in bold only stands for other labeled items of a user interface
`Directory/File`	Directory structure or file
`Entry`	Indicates parameters or variables, as well as selections or entries made in a program; it may also indicate a command (e.g. at a command line), a syntax or contents of a file/output
[Key]	An individual key or a key combination on a keyboard

Keyboard Shortcuts

To perform options or procedures with the keyboard often requires a simultaneous pressing of two keys.

Example:

[Ctrl + F1]	If this is given, hold down the [Ctrl] key and press simultaneously the [F1] key.
[Alt, F1]	If this is given, press the [Alt] key first and then the key [F1] successively.

Screenshots

The screenshots shown in this documentation may be taken on various operating systems as well as from pre-release versions of the software. Their appearance may differ from your environment. However, they should contain all relevant elements that you need to understand the described actions.

Command Descriptions

Command descriptions may additionally use the following notation:

`#...`	Has to be numerical
`<...>`	Variable; this term has to be replaced by an appropriate value
`[...]`	Optional part; you don't have to specify it
`<xxx>=y`	Default; if you don't specify `<xxx>`, it will be set to the default value `y`
`{...}`	Selection; select one of the given alternatives, which are separated by commas

1.3 System Requirements

When installing VENICE Play on a client system, please observe the following system requirements:

Supported Hardware

These are the minimum hardware requirements that the computer system has to meet if you want to use the program on a client system:

- 2 GHz processor
- 2 GB RAM
- 250 MB free space on system disk
- Network card to communicate with the VENICE server (at least 100 Mbit/s)

Supported Operating Systems

The program can be executed on the following operating systems:

Be sure that you have installed the latest system updates and/or service packs for your system, otherwise you may encounter software and/or hardware problems.

- Linux (Red Hat Enterprise 5.3, 6.2/6.4 (64 bit))

  R&S DVS tested the software with the above mentioned Linux distributions. Others may work as well, but not necessarily.

- Mac OS X (min. 10.7)
- Windows 7/8

Other Requirements

For any data management with Spycer (e.g. the selection of paths or files in the software via the user interface) the Spycer application by R&S DVS must be installed and fully licensed as well.

You can download the newest version of the Spycer application from its internet site (www.spycer.net or www.spycer.de).

1.4 Important Notes

To use the VENICE Play software correctly, please heed the following:

On the R&S DVS system only use the designated video drive (main storage) to store video and audio data. Other storage locations will be too slow for realtime operations.

Leave about 15% of the overall main storage capacity empty of data for realtime performance reasons.

The realtime capability of the R&S DVS system depends to a large extent on the performance of the system's hardware. Therefore, it is recommended to terminate all other programs on the R&S DVS system while working with VENICE.

Your R&S DVS system has been tested thoroughly and is very reliable. However, because of the vast amount of third-party software available, its reactions on the installation of such could not be tested. The installation of third-party software on the R&S DVS system may disrupt the realtime capability and/or limit the functionality of your system.

For any data management with VENICE Play the latest Spycer application by R&S DVS must be installed as well (see the "Spycer" user guide.

If the Spycer software is running in compatibility mode (see "Spycer" user guide), VENICE Play will not work.

On Linux operating systems the display suspend mode will be disabled when VENICE Play is installed and it must remain disabled.

Please note that not all software features may be available for all VENICE hardware variants.

You can copy files from one system to another by using a simple drag and drop operation. Please note, when copying/moving or deleting files, the affected channels might still show the content e.g. in the video overlay without physically referencing to it.

General Information

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2.1 Key Features of the Software

VENICE allows you to conveniently and easily configure and control multiple channels at the same time. This lets you allocate the available channels between different studios flexibly, enabling you to assign them to tasks and studios as needed. A redundant setup is made possible thanks to client mirroring. In combination with the Avid® workflow option, content can be played out directly while it is being transferred from Avid ISIS® and Interplay®. The new VENICE Play software is another part of the approach for easy playout. It allows you to bundle multiple channels in one playlist, providing you with a comprehensive overview. Its clear and simple design with large progress bars and timecodes helps you keep control at all times. Spycer helps you to organize the data: from file ingest and editing to transfer and check-in of the metadata to MAM or production systems. For example, Spycer accesses Avid ISIS storage and Interplay PAM, this way enabling you to perform live video ingest via HD-SDI and file ingest from Professional Discs and P2 media devices.

Since data management and data transfers are performed via the Spycer software, you find all necessary information about it in the “Spycer” user guide.

Highlights of the VENICE Play software:

- Client redundancy (one channel, multiple clients)
- Session restore for multiple channels
- Available channels can be shared with VENICE 3.x clients (e.g. for ingest)
- Detection of available video channels by WS Discovery technology (or manual setup list to exclude channels)
- Easy drag and drop operations (e.g . drag and drop of clips into rundowns
- Browsing of all connected storages incl. Avid ISIS / Interplay (with Avid workflow option) and copy operations directly from the VENICE Play user interface (functionality by integrated SpycerAgent)
- Creation of channel groups for A/B playout
- Large countdown display that can be set manually
- Single clip, story or running order loop (enabled through button on each item)
- Clip trimming in separate window and further possibilities of editing your playout operation

2.2 Setup Concept and Structure

The diagram below shows a possible basic setup of a VENICE system in a network as well as a sketch of the structure of the R&S DVS system and its software, thereby indicating the relation and communication processes between the individual parts:

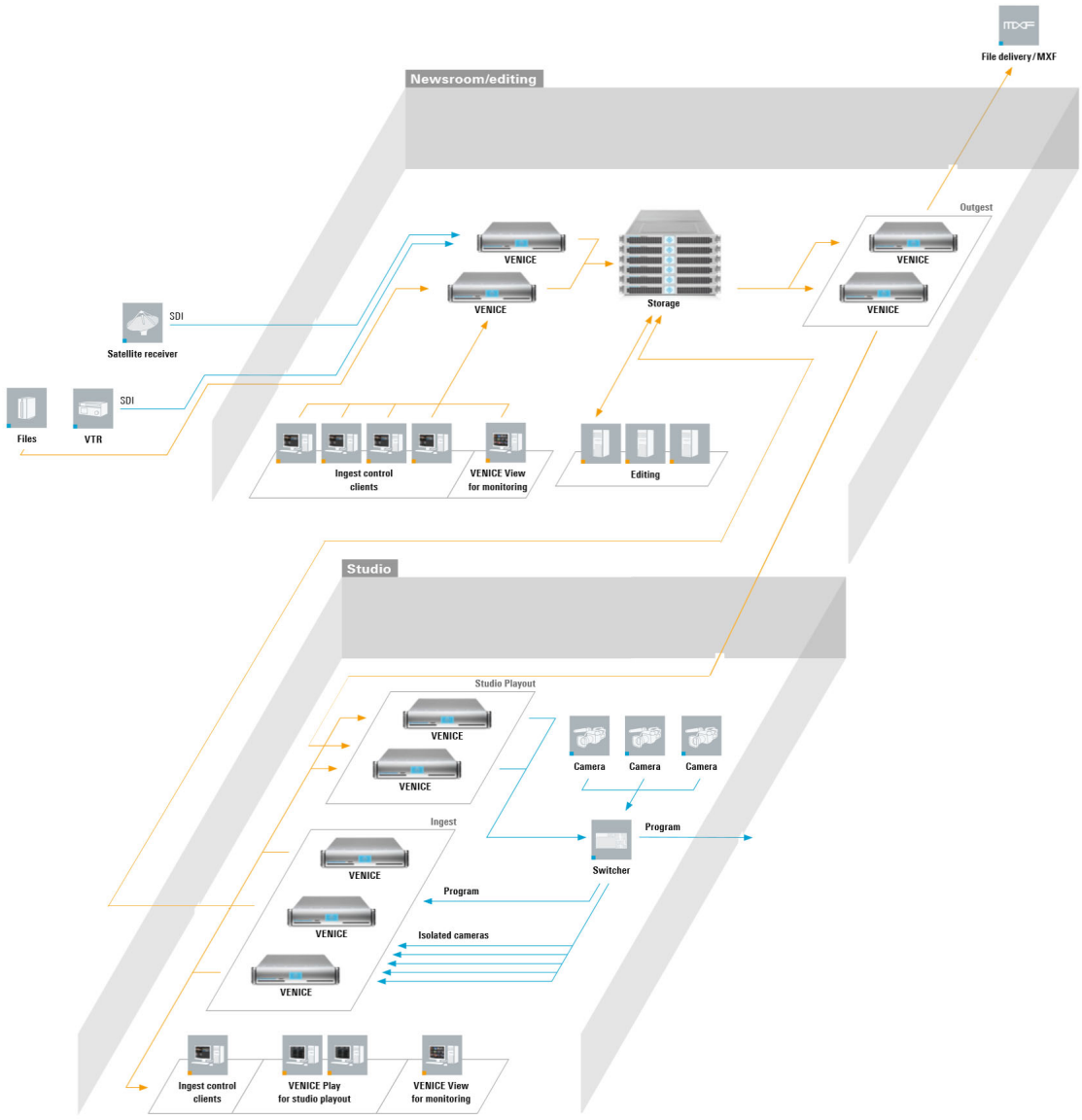

Figure 2-1: Structure of VENICE and network setup

VENICE is an ingest and production server especially designed for broadcast studio production environments. It is a scalable multi-channel system (2 or 4 channels per unit, multiple units can be clustered) that offers you ingest, playout, transfer and transcoding functions in one single box. The open software structure combines video and IT

workflows in broadcast environments. VENICE comes with its own user interface, designed and developed together with the hardware.

VENICE Play

VENICE Play is the operator's interface to the server/video channels. It can be found already installed on the VENICE server, ready to be used locally. With it the operator can connect to the server via network and control playout operations. However, VENICE Play can also be installed on any network client for a remote control of the server. It is available for various operating systems (see section "System Requirements" on page 1-4). After its installation, VENICE Play can be used the same way as the locally installed one. With one instance of the software you can control different video channels of one or more VENICE servers at the same time. However, you can also run several instances of the software in parallel to control different video channels.

VENICE View

The VENICE View application is designed to work as a multi viewer to give you an overall view of the connected channels of all VENICE servers in the network that can be found by Spycer. It is a comprehensive and intuitive application that can be used either on the server locally (Linux version) or on any network client (Linux, Mac, Windows) connected to the server. VENICE View uses an IP-based software architecture which can be utilized in existing IP networks without the need of extra SDI cabling and multi-viewer equipment. VENICE View can be run independently from the VENICE Play software but the latest Spycer application must be installed for data management. Further information about VENICE View, its installation as well as its features can be found in the "VENICE View" user guide.

Spycer

Spycer, the innovative content management software by R&S DVS, is required by VENICE Play, for example, for data management purposes. With it you will be able to select a file via a directory tree from the user interface of VENICE Play. Additionally, because Spycer is installed as a separate application, it can be used independently from the R&S DVS software.

With Spycer you can manage any content stored on the system or a connected storage easily. It is a software application capable of handling large amounts of video data and their corresponding metadata, providing you with integrated browse, search and management tools to retrieve data and gather information about them locally as well as via a network (SpycerNet). Additionally, it can be used to preview clips.

On the VENICE server the Spycer application is already installed, providing the feature set. On client systems it must be installed separately.

Furthermore, for the full feature set a license must be available, otherwise it will run as Spycer Basic (providing basic features only). Further information about Spycer, its installation as well as the SpycerNet can be found in the “Spycer” user guide.

Video Boards and Driver

The PCIe video boards and their driver provide the functionality of the system for its usage as a video server. The PCIe video board driver controls the installed R&S DVS video boards (video channels) and thus the in- and output of video and/or audio signals. One video board can provide up to two video channels (video channel pair). Furthermore, it enables the master/slave mode, where the respective video channel of VENICE can either be controlled by or controls an externally connected player or recorder.

The VENICE Server Software

The VENICE server software installed on the system provides the video server capabilities for the locally or remotely installed VENICEs. It communicates directly with the PCIe video board driver and therewith administrates the video channels of the system as well as directs the in- and output of each channel. For example, it determines whether one channel is free to be used or already occupied and what the respective channel should do (record/playout). It is installed as a service (demon) and will be operational shortly after the VENICE server has been started.

Other Systems in the Network

Other systems in the network may share with the VENICE server the content on its storage for further processing. If the native storage of VENICE is not large enough for your needs, it can be expanded easily by connecting further R&S DVS storage systems, such as a SpycerBox Cell.

For the sharing of content with the VENICE server via other connections than an Ethernet connection third-party software and/or licenses may be required.

2.3 Software Installation

Usually the VENICE Play software is already installed on the system and you just have to update the software on the server as described in section “Updating the Software on the VENICE Server” on page 2-9. In case you have to install VENICE Play from new, you find all necessary information in the following sections.

2.3.1 Installing under Linux

The installation routine of VENICE Play for a Linux operating system is a single RPM package file. To install VENICE Play on a Linux operating system, perform the following:

1. Open a command line (terminal).
2. Log on to the system as root.
3. Switch to the directory that contains the installation file of VENICE Play for the current operating system.
4. Then install VENICE Play by entering, for example:
   `rpm -ihv VenicePlay-<version no.>_<kernel/OS architecture>.rpm`

This installs all necessary files and libraries of the R&S DVS software on the computer system. Afterwards the installation of the software is complete and it can be started at any time with a normal user account.

Please note that on a Linux client the driver and VENICE server software are installed as well but will not be used.

The R&S DVS software can be deinstalled by entering `rpm -e VenicePlay` in a command line.

2.3.2 Installing under Windows

The installation routine of VENICE Play for the Windows operating system is a single executable file. To begin the installation, perform the following:

1. Open a file manager on the computer system (e.g. Windows Explorer).
2. Browse to the directory that contains the installation file of VENICE Play for the current operating system.
3. Execute the installation file of VENICE Play (*`Install_VenicePlay-<version no.>.exe`*), for example, with a double-click of the mouse.

This starts the installation routine which will guide you through the installation.

4. Follow the instructions given on the screen.

During the installation procedure all necessary files and libraries will be installed on the computer system. The installation will be finished as soon as a message reports this.

With this the installation of the software is complete and it can be started at any time.

The R&S DVS software can be deinstalled via **Programs and Features** of the control panel of Windows. Search for the entry 'DVS VenicePlay <version no.>'.

2.3.3 Installing under Mac OS

VENICE Play for Mac OS is available in a single disk image file. To install VENICE Play on a Mac OS, perform the following:

1. Open a file manager on the computer system (e.g. Finder).
2. Browse to the directory that contains the installation file of VENICE Play for the current operating system.
3. Open the installation file of the R&S DVS software which will mount it as a volume (`VenicePlay-<version no.>.dmg`, e.g. with a double-click of the mouse).
4. From this volume install the R&S DVS software, for example, by dragging the `VenicePlay.app` file into the *`Applications`* folder on the sidebar of the finder.

This installs all necessary files and libraries of the R&S DVS software on the computer system. Afterwards the installation of the software is complete and it can be started at any time with a normal user account.

The R&S DVS software can be deinstalled by deleting the *`VenicePlay.app`* entry from the *`Applications`* folder.

2.3.4 Configuring the MOS Service

After the software installation (see section “Software Installation” on page 2-6) you can or have to configure the MOS service, depending on your network configuration.

VENICE Play is equipped with a WS Discovery that defines a multicast discovery protocol to locate services in a network. In case you have a network configuration that does not allow this, you have to manually configure the MOS service in the *mos_services.cfg* file.

A further possible use case for editing the file is to filter the servers to be found in the network.

With the software installation you will automatically have installed the *mos_services.cfg* file. This is the file for the MOS service configuration and you can find it in:

- */home/<user>/.DVS/VenicePlay*
  (under Linux operating system)
- */Users/<user>/Library/Application Support/DVS/VenicePlay*
  (under Mac OS)
- *C:\Users\<user>\ProgramData\\DVS\VenicePlay* (under Windows operating system)

With editing this file, you can configure a whitelist and a blacklist to filter IP addresses in the network as well as set static IP addresses.

Detailed information about how to edit the configuration file can be found in the configuration file itself. Heed the instructions given there.

When setting static IP addresses in the *mos_services.cfg* file, you have to deactivate the **MOS only** check box in the channels area of the user interface (section “Channels Area” on page 3-8) as by default, this list displays the systems that are found by the WS Discovery.

It is recommended to refer to your network administrator for editing the *mos_services.cfg* file.

Further information can be found in section “Troubleshooting” on page A-2.

2.4 Updating the Software on the VENICE Server

During the service life of the VENICE server it may be required to update its software. The update will be performed with the standard RPM installation package for VENICE. It will contain the newest versions of the PCIe video board driver, the VENICE server software as well as the locally installed VENICE Play software.

1. Open a command line (terminal) and log on to the system as root.
2. Switch to the directory that contains the new installation file.

Before updating the software on the VENICE server you should know if software and hardware are compatible.

3. Then first erase the installed software by entering:
   `rpm -e Venice`
4. Then install the new software by entering:
   `rpm -ihv Venice-<version no.>_<kernel/OS architecture>.rpm`

This updates the necessary files and libraries of the R&S DVS software on the computer system. Afterwards the update is complete.

2.5 Starting the Program

This section provides you with a description of how to start the VENICE Play software. With one instance of the software you can control different video channels of one or more VENICE servers at the same time and even perform multi-device operations via channel groups. However, you can also run several instances of the software in parallel, for example, to have them side-by-side on screens. For this you simply have to perform one of the following starting operations once again.

2.5.1 Starting the Software under Linux

To start the software under the Linux operating system, perform the following:

1. Select from the ***Applications*** menu of Linux the entry ***Sound & Video » VENICE Play***.
   Alternatively, you may also start the program from a command line (terminal) by entering `VENICE Play`.

This will initiate the VENICE Play software and you can start working with it (see chapter “Software Reference” on page 3-1).

2.5.2 Starting the Software under Mac OS

To start the software under Mac OS, perform the following:

1. Select from the *`Applications`* folder of Mac OS the entry *`VenicePlay.app`*.

This will initiate the VENICE Play software and you can start working with it (see chapter “Software Reference” on page 3-1).

2.5.3 Starting the Software under Windows

To start the software under the Windows operating system, perform the following:

1. Select from the **START** button menu of Windows on the submenu the entry for the DVS software (for example, ***All Programs » DVS VENICE Play***).
   Alternatively, you may also start the program via the VENICE icon available on the desktop of Windows.

This will initiate the VENICE Play software and you can start working with it (see chapter “Software Reference” on page 3-1).

2.6 Connecting to a Video Channel

Right after starting the software (see section “Starting the Program” on page 2-10) the software user interface will be displayed. To the right all video channels of all VENICE servers that could be found in the network are listed:

Figure 2-2: Connecting to a video channel

Information about the WS Discovery and how to configure the MOS service can be found in section “Configuring the MOS Service” on page 2-8.

1. To connect to a channel, simply click and drag it into the empty rundown area in the middle of the user interface.

You can connect to a maximum of six channels with one user interface. To connect to more channels, you can open a further instance of the VENICE Play software (section “Starting the Program” on page 2-10).

Establishing the channel connection will be indicated by the display of the word **Connecting** and a blue circle. A successfully established connection will be indicated at the bottom of the rundown by **Connected**, the channel’s IP address and port number.

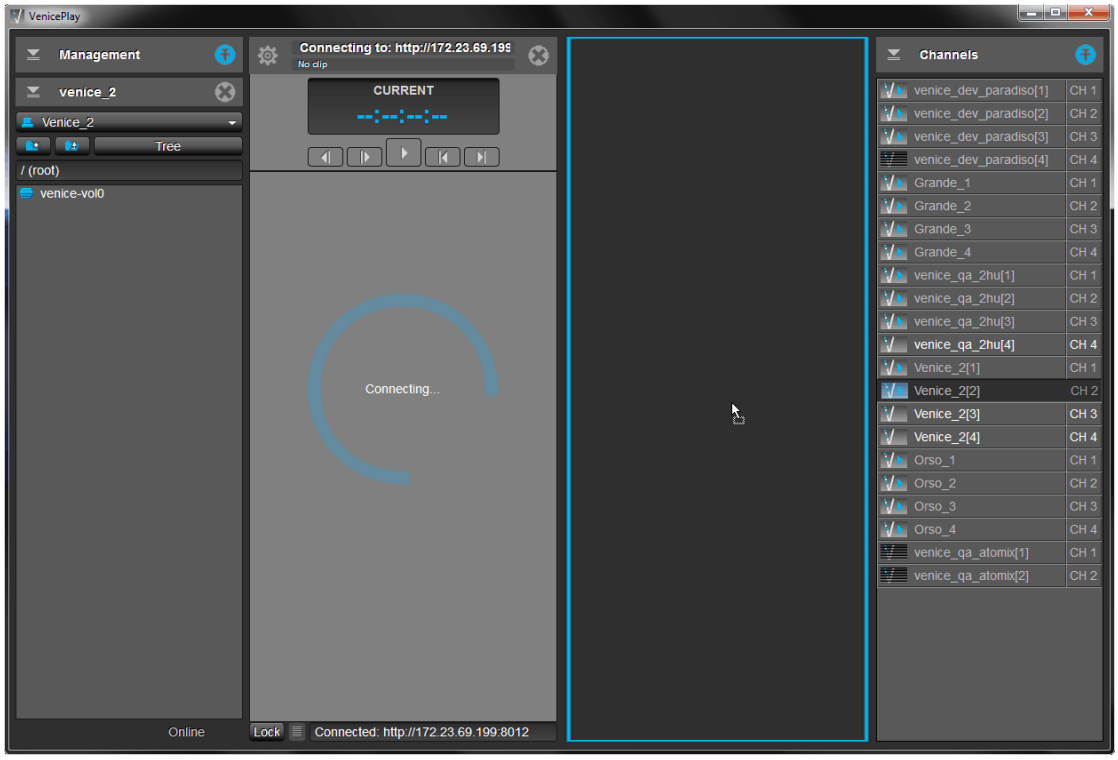

Figure 2-3: VENICE Play connecting to a channel

If no connection could be established, you will see a red system message at the bottom of the rundown detailing the cause for the error. For further information about troubleshooting, see section “Troubleshooting” on page A-2.

2.7 Exiting the Program

To end a running instance of VENICE Play, you simply have to close the window. Depending on the operating system, you can use the respective buttons (e.g. the close button to the top right of a window on a Windows operating system).

This will close the instance of VENICE Play. In case a connection to one or more video channels is currently established, i.e. the MOS service is running, the connection(s) will not be severed.

To severe the connection to a video channel, i.e. to stop the MOS service and free a channel for other tasks such as transform operations with the VENICE client software, you have to use the context menu (option ***Stop MOS***) of the respective channel. If the MOS service is stopped, it will be indicated in the channel list. For further information see section “Context Menus of the Rundown and Channels Area” on page 3-17 and section “Channels Area” on page 3-8.

If you do not stop the MOS service of a channels, the channel will be indicated as occupied in the VENICE client software.

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3.1 Overview of the User Interface

After connecting to one or more video channels (see section “Starting the Program” on page 2-10), you can browse to the video content you want to play out and configure the software to your purposes.

The user interface can be divided into three main areas:

1. Management and File System Area
2. Rundown Area
3. Channels Area

Figure 3-1: VENICE Play user interface

3.1.1 Management and File System Area

To the left of the user interface you find the management area providing drop-down lists for general as well as content managing tasks. There you find the drop-down list **Management** and the file systems with directory trees of the VENICE systems you are connected to.

The directory trees show their content via Spycer, therefore the Spycer software must be installed for data management.

To hide the management area, you have to deactivate the blue pin to the top right by clicking it.

To show the management area, you have to move the mouse pointer to the left edge of the user interface and activate the pin to the top right by clicking it.

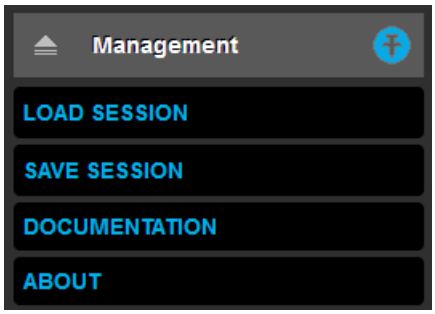


Figure 3-2: Drop-down list 'Management'

Table 3-1: All items of the drop-down list 'Management'

Item	Function
LOAD SESSION	Loads the last saved session (all connected channels, content and configurations) into the user interface.
SAVE SESSION	Saves a complete snapshot (all connected channels, content and configurations) of the user interface.
DOCUMENTATION	Opens the user manual.
ABOUT	Shows you all information about the software in a window.

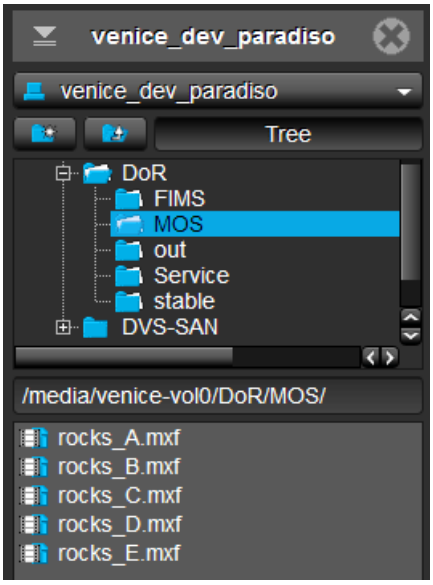


Figure 3-3: File system

Table 3-2: All items of the file system

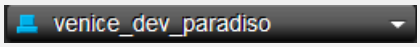
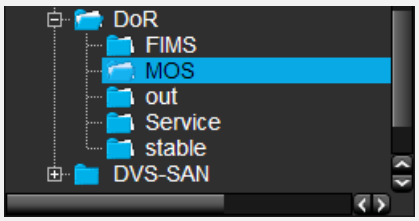
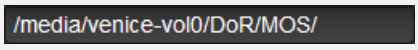
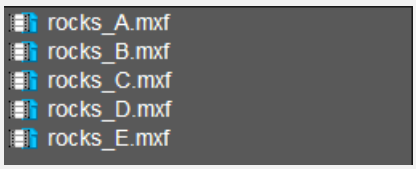
Item	Function
	The arrow to the left side expands/collapses the complete file system of the respective channel. The cross button to the right closes the complete file system of the respective channel.
	The down arrow to the right opens the network drop-down list containing all VENICE systems that are available in the network.
	This button adds a new subdirectory to the currently selected drive/directory. It opens a dialog window where you have to enter the name of the new directory. After confirming the name with the button **OK**, the directory will be created.
	This button moves you one item up in the folder structure.
	This button expands/collapses the directory tree.
	The directory tree enables you to see the contents of your system/network in a folder structure.

Table 3-2: All items of the file system

	This field details the path to the currently selected directory.
	The file area shows you the content of the selected folder in the directory tree.

You can copy files from one system to another by using a simple drag and drop operation.

Please note, when copying/moving or deleting files, the affected channels might still show the content in the running order without physically referencing to it.

3.1.2 Rundown Area

In the middle of the user interface you find the rundown area where you can add up to 6 rundowns representing the video channels you are connected to. To connect to more channels, you can open a further instance of the VENICE Play software (section “Starting the Program” on page 2-10).

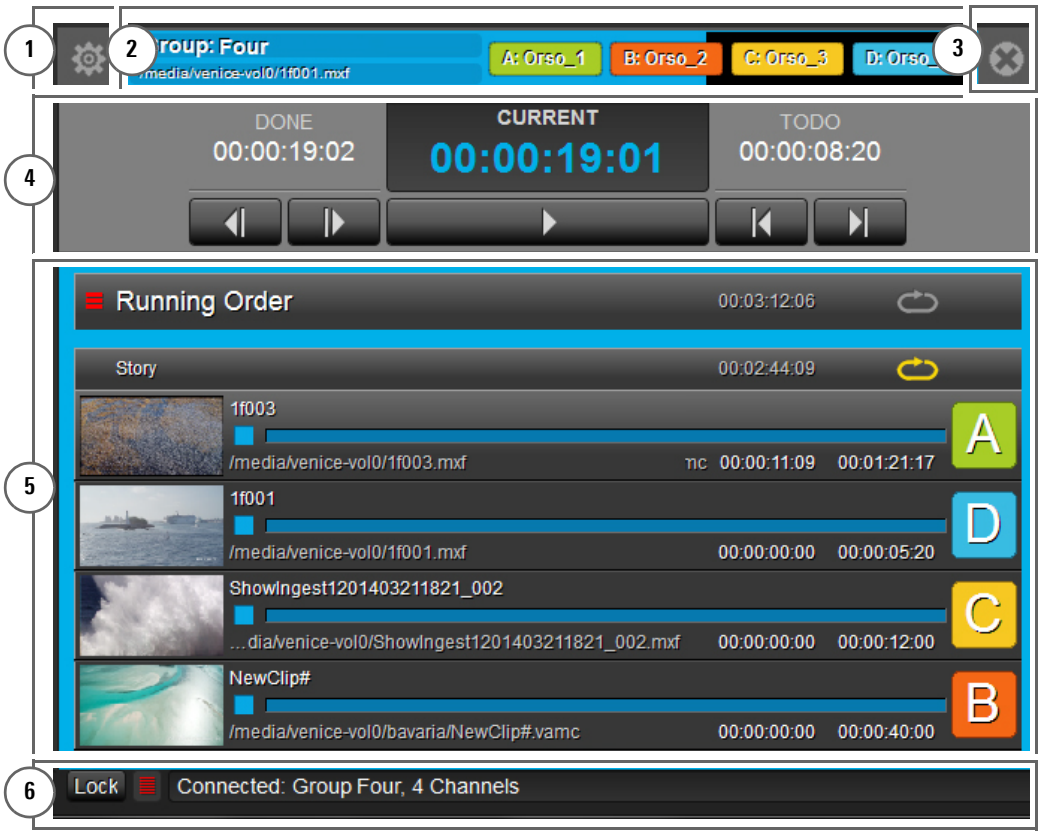


Figure 3-4: Rundown in the rundown area

Table 3-3: All items of a rundown

Option	Function
1. Settings button	Opens the **‘Channel and Server Settings‘** window where you can make several configurations for this video channel.

Table 3-3: All items of a rundown

2. Information area		In this area the name of the clip that is currently being played out and its path is displayed. Furthermore, the progress of the playout is indicated as a blue progress bar. On a rundown of a channel group (see section "A/B Playout / Channel Groups" on page 4-5) this area shows colored boxes and letters indicating the channel group and its channel members.
3. Close rundown button		Closes the complete rundown. If you click this button unintentionally, you can connect to the channel again as described in section "Connecting to a Video Channel" on page 2-11. The running order(s) and the content will not get lost.
4. Operation items	**DONE** **CURRENT** **TODO**	By default these position fields show the elapsed (**DONE**) and remaining (**TODO**) time of the item to be played out, as well as the current position. You can enter a new position into them, too. Via their context menu with the options ***Timecode*** and ***Frames*** you can configure which of the information should be shown in the fields.
	STEP BACKWARD	Steps one frame forward.
	STEP FORWARD	Steps one frame backward.
	TOGGLE PLAY/STOP	Plays the clip that is currently cued. *If clip is being played out:* Stops the playout of the clip.
	GO TO INPOINT	Jumps to the inpoint that is set in the **'Edit Item'** window for the respective clip, see section "Editing the Playout" on page 4-3.
	GO TO OUTPOINT	Jumps to the outpoint that is set in the **'Edit Item'** window for the respective clip, see section "Editing the Playout" on page 4-3.
5. Running order		Running order containing one or more stories with the video content for the playout.
6. Messages area		In the messages area you can lock the rundown when pressing the button **LOCK** as well as view all system messages when clicking the lined button. Furthermore, you see if the channel is connected as well as its IP address and port number.

3.1.3 Channels Area

To the right of the user interface you find the channels area showing you all channels that could be found in the network depending on the MOS service configuration (see section "Configuring the MOS Service" on page 2-8). Furthermore, you find options and lists to sort the displayed channels.

Figure 3-5: Channels area

To hide the channels area, you have to deactivate the blue pin to the top right by clicking it.

To show the channels area, you have to move the mouse to the right edge of the user interface and activate the pin to the top right by clicking it.

Table 3-4: All items of the channels area

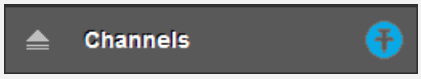
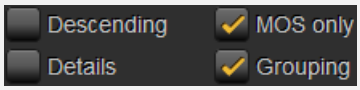
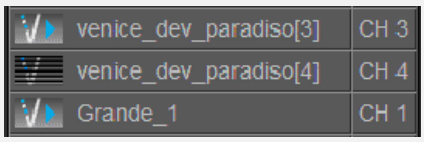
Item	Function
	The arrow to the left side expands/collapses the channel sorting options. The blue pin button fixes the channels area at the right side of the user interface.
	From this drop-down list you can select the sorting options for the VENICE channels. You can choose between ***Sort by URL*** and ***Sort by Name***.
	This reload button updates the channel list.

Table 3-4: All items of the channels area

	These check boxes alter the display of the channel list. Depending on the activated/deactivated check boxes, details, groups or systems with configured MOS service can be displayed in descending order.
	In this list you find an overview of all channels that could be found in the network depending on the discovery configuration (see section “Configuring the MOS Service” on page 2-8). The icons to the left give you information about the channel’s status. A shaded icon indicates that the channel is blocked, an icon containing a blue triangle indicates that the MOS service is active and if the icon contains no triangle at all the MOS service is not available for this device. Furthermore, the icon indicates a channel group via four blue rectangles and colored font. When right-clicking a channel, the context menu opens up that allows you to either deactivate MOS, open the bin of the system in the file system to the left side of the user interface or rename the respective channel. A mouseover gives you more detailed information about the channel and the system.

3.2 Context Menus

The context menus (usually invoked with a right-click of the mouse with the mouse cursor positioned over the respective item) provide different directory and file related functions, such as the deletion of a directory and/or file or controlling the system.

3.2.1 Context Menus of the File System

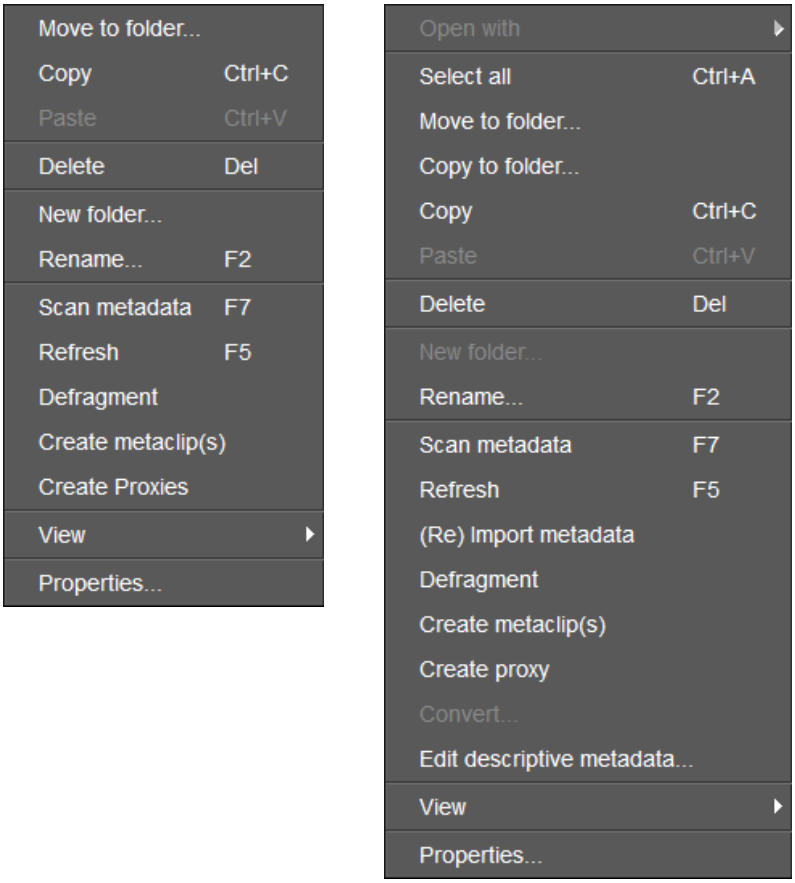


Figure 3-6: Context menu of a folder in the directory tree (left side) and clip in a folder (right side)

Depending on whether the context menu is invoked on a folder or on a video clip it may provide different menu options as well as some may be disabled.

The context menu of the directory tree provides the following functions:

Move to folder...	Moves the selected directory/file(s) to another location. When activated, it will open a dialog window where you can select a new storage location in the network.
Copy	Copies the selected directory/file(s) to the clipboard of the operating system. You can use [Ctrl + C] to select this option as well.
Paste	Pastes the contents of the clipboard (see ***Copy***) at the currently selected location. You can use [Ctrl + V] to select this option as well.
Delete	After the confirmation of a warning message, this menu option deletes the selected directory/file from the storage. You can use [Del] to select this option as well. **NOTICE** **Deleting files/directories** This menu option deletes the selected directory/file physically from the storage. It is directly deleted and there is no undo functionality or recycle bin available to restore the data. **Be absolutely sure that you want to delete a file/directory.**
New folder...	Creates a new subdirectory at the currently selected location. This menu option opens a dialog window where you have to enter the name of the new directory. After confirming the name with the button **OK**, the directory will be created.
Rename...	Changes the name of an already existing directory/file. It opens a dialog window where you have to enter the new name. After confirming the changes with the button **OK**, the directory/file will be named accordingly.
Scan metadata	Use this menu option to rescan the currently selected drive/directory and refresh its entries in the database. Any virtually added metadata such as the production metadata will be retained.
Refresh	This menu option refreshes and updates the view of the currently selected drive/directory.
Defragment	Initiates a defragmentation of the currently selected file, directory or drive.
Create metaclip(s)	When you select this menu option, VENICE Play creates a metaclip or several metaclips from the file(s) in the selected folder.

Create Proxies	Available for the contents area and video clips only. Creates a proxy of the currently selected video clip. Then the proxy clip is created on the system where the clip resides. Afterwards, you can use it to view the video clip in real time. To create a proxy, you must have read and write permissions on the respective system and the native Spycer application must be appropriately configured for the creation of proxies.
View	The menu option ***View*** enables you to configure which items to see in the directory tree and/or the file system. When invoked on the directory tree, it shows the menu option ***Hide unwatched folders***. With it you can hide all drives/directories, that are not watched by the SpycerAgent. Once the menu option is activated, it shows a cross in front and only the watched folders will be displayed in the directory tree.
Properties…	With this menu option you can call up the properties of the file, directory or drive where the context menu was invoked. They will be shown in the properties window. Further information about this can be found in section “The Properties Window” on page 3-18.

The context menu of the folders and files provides the following functions:

Open with	Not available for VENICE Play.
Select all	Selects all files available in the contents area.
Move to folder…	Moves the selected directory/file(s) to another location. When activated, it will open a dialog window where you can select a new storage location in the network.
Copy to folder...	Copies the selected directory/file(s) to another location. When activated, it will open a dialog window where you can select a new storage location in the network.
Copy	Copies the selected directory/file(s) to the clipboard of the operating system.

Paste	Pastes the contents of the clipboard (see ***Copy***) at the currently selected location.
Delete	After the confirmation of a warning message, this menu option deletes the selected directory/file from the storage. **NOTICE** **Deleting files/directories** This menu option deletes the selected directory/file physically from the storage. It is directly deleted and there is no undo functionality or recycle bin available to restore the data. **Be absolutely sure that you want to delete a file/directory.**
New folder...	Creates a new subdirectory at the currently selected location. This menu option opens a dialog window where you have to enter the name of the new directory. After confirming the name with the button **OK**, the directory will be created.
Rename...	Changes the name of an already existing directory/file. It opens a dialog window where you have to enter the new name. After confirming the changes with the button **OK**, the directory/file will be named accordingly.
Scan metadata	Use this menu option to rescan the currently selected drive/directory and refresh its entries in the database. Any virtually added metadata such as the production metadata will be retained.
Refresh	This menu option refreshes and updates the view of the currently selected drive/directory.
(Re) Import metadata	This option refers especially to P2 or XDCAM files carrying their own metadata. When changing the metadata in the format's metadata file, use this option to import or reimport the metadata from the format's metadata file to the metadata file in Spycer.
Defragment	Initiates a defragmentation of the currently selected file, directory or drive.
Create metaclip(s)	When you select this menu option, VENICE Play creates a metaclip or several metaclips from the selected file(s) in the contents area.

Create proxy	Available for the contents area and video clips only. Creates a proxy of the currently selected video clip. Then the proxy clip is created on the system where the clip resides. Afterwards, you can use it to view the video clip in realtime. To create a proxy, you must have read and write permissions on the respective system and the native Spycer application must be appropriately configured for the creation of proxies.
Convert...	Not available in the VENICE Play software.
Edit descriptive metadata...	Opens another window with drop-down lists and entry fields to edit the descriptive metadata of the selected content.
View	The menu option ***View*** enables you to configure which items to see in the directory tree and/or the contents area. When invoked on a folder or file, it shows ***Show folders***. This menu option allows you to view directories in the contents area. Once activated, it shows a cross in front and directories available at the selected location will be displayed in the contents area as well.
Properties...	With this menu option you can call up the properties of the file, directory or drive where the context menu was invoked. They will be shown in the properties window. Further information about this can be found in section “The Properties Window” on page 3-18.

3.2.2 Context Menus of the Rundown Area

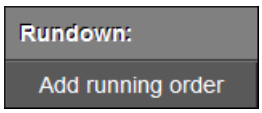


Figure 3-7: Context menu on empty rundown area

When right-clicking the empty rundown area, you can add a new rundown. After adding a running order, story and clips to the rundown, you have access to the following context menus:

Figure 3-8: Context menu of rundown items

The context menus of the items of a rundown provide the following functions (depending on the respective item):

Option	Function
On Air	*On running order:* Sets the respective running order 'On Air'.
Off Air	*On running order:* Sets the respective running order 'Off Air'.
Add running order	*On running order:* Adds a running order to the rundown.
Add story	*On running order and story:* Adds a story to the running order.
Add item	*On story and item:* Adds an item (clip) to the story. When selecting this option, a directory window opens up where you can browse to the file you want to add to the story.
Edit	*On running order and story:* Opens a window where you can edit the name of the running order or the story. *On item:* Opens an **'Edit Item'** window where you can e.g. edit the file name, set in and outpoints or browse to another file. For further information about the **'Edit Item'** window, see section "Editing the Playout" on page 4-3.

Control	***Play***	Plays the clip that is currently cued.
	Play backward	Plays the clip that is currently cued backward if no manual trigger is active.
	Stop	Stops the playout of the clip.
	Step forward	Steps one frame forward.
	Step backward	Steps one frame backward.
	Go to inpoint	Jumps to the inpoint that is set in the **'Edit Item'** window for the respective clip, see section "Editing the Playout" on page 4-3.
	Go to outpoint	Jumps to the outpoint that is set in the **'Edit Item'** window for the respective clip, see section "Editing the Playout" on page 4-3.
Delete		*On running order:* Deletes the complete running order including all stories and clips (when 'Off Air'). *On story:* Deletes the story including all clips. *On item:* Deletes the respective item (clip).
Cue		*On story:* Cues the first item (clip) of a story. *On item:* Cues the respective item (clip). The same can be achieved when double-clicking the item.

3.2.3 Context Menus of the Rundown and Channels Area

When right-clicking the information area at the top of a rundown (see section “Rundown Area” on page 3-6) and a channel in the channels area (see section “Channels Area” on page 3-8), you can open its context menu providing the following menu options:

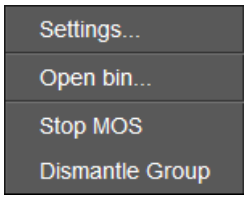


Figure 3-9: Context menu on information area

Option	Function
Settings...	Opens the settings dialog window where you can configure channel and server settings (see section “Configuration” on page 4-7).
Open Bin...	Opens the file system of the channel in the file system area (see section “Management and File System Area” on page 3-2).
Stop MOS	This option stops the MOS service and disconnects the channel. The MOS service must be stopped to free the channel for other tasks such as transform operations with the VENICE client software or the FIMS service. If the MOS service is stopped, it will be indicated in the channel list. To start the MOS service again, you have to connect to the channel (see section “Connecting to a Video Channel” on page 2-11).
Dismantle Group	*Only in context menu of information area:* Dismantles a channel group. How to form a channel group is described in section “A/B Playout / Channel Groups” on page 4-5.

3.3 The Properties Window

With the menu option ***Properties...*** in the context menu of a file, directory or drive visible in the file system (see section "Management and File System Area" on page 3-2) you can call up the properties of the respective item. They will be shown in the properties window:

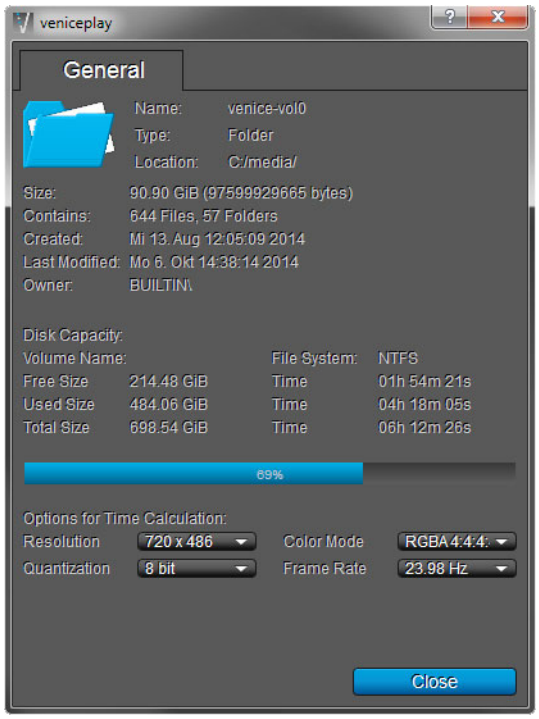
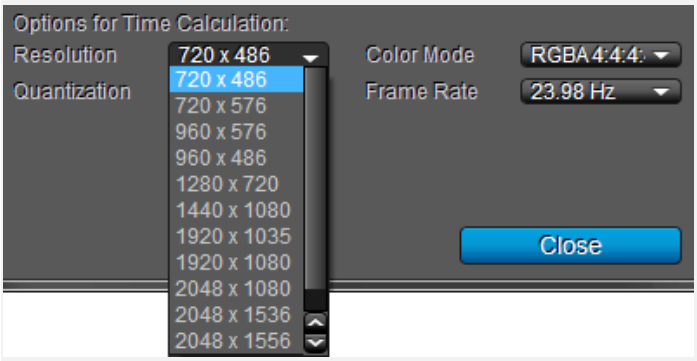


Figure 3-10: Example of a 'Properties' window

This window shows cumulated sizes, the number of files in the folders as well as the current owner of the folder. However, depending on the data type of the item where the properties are called, the properties window will look differently beneath these information and provide other details:

When accessing properties of items on other systems in the network, question marks ('?') may appear instead of properties. Then give the system time to update the information. During this the properties window may remain open and once the data has been gathered they will be displayed.

Data Type(s)	Shown Properties
volumes directories	When called for volumes or directories, you find further details about the storage where the item is located as well as about its capacity. Detailed are, for example, the free, used and total disk space in binary multiples of their sizes (binary prefixes). Additionally, time values are provided to show you, for instance, the amount of free space available for a record of video. Because these depend on a video raster, you can configure raster settings in this view of the properties window as well. The time values of the disk spaces will be changed accordingly:  *Figure 3-11: Time calculation settings for disk spaces* Furthermore, a bar is available that tells you graphically as well as via a percentage value the amount of disk space currently used on the drive where the item is stored. Storage capacities are indicated as they are truly available, meaning they are detailed without the deduction of a safety margin necessary to ensure the realtime capability on an R&S DVS video system.
files clips	When called for files or video clips, the properties window will provide various metadata information in a table, such as file size, file name and its format. Additionally, depending on the type of file, it may as well detail such things as number of audio channels, audio samples, color mode, aspect ratio, field mode, resolution, and so on.

Usage and Configuration

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4.1 Basic Usage

Heed the following steps in order to perform a playout operation with the VENICE Play software:

1. Start the program as described in section “Starting the Program” on page 2-10.
2. Connect to a channel or to several channels as described in section “Connecting to a Video Channel” on page 2-11.
3. Browse the file system and select the respective clip(s).

You can multi select clips by simultaneously pressing [Ctrl] and the respective clip. The selection will be highlighted in blue color.

If you have saved a session before, you can open it by clicking the option **LOAD SESSION** of the drop-down list **Management** (see section “Management and File System Area” on page 3-2).

4. Drag and drop your selection into the rundown. This will automatically create a running order and a story containing your clips.
5. Edit the items as described in section “Editing the Playout” on page 4-3.
6. Set the running order on air via its context menu (option ***On Air***).
7. Cue a clip by using its context menu (option ***Cue***) or double-clicking it.
8. Click the play button in the operation items of the rundown area (see section “Rundown Area” on page 3-6).

With this you have started the playout operation. It will be visible in the VENICE View software (see section “Setup Concept and Structure” on page 2-3).

To play out a playlist, you have to activate the loop button on the story (press [Alt] and click the loop button at the right side of the story field). This will activate the loop functionality of a story. It is enough to cue the first clip of the story then, the following clips will be cued automatically.

For a faster working with the VENICE Play software there are many keyboard shortcuts available as listed in section “Keyboard Shortcuts” on page A-5.

4.1.1 Editing the Playout

Editing the clip in the running order is possible when selecting the option ***Edit*** from its context menu (see section "Context Menus of the Rundown Area" on page 3-14). This will open the **'Edit Item'** window:

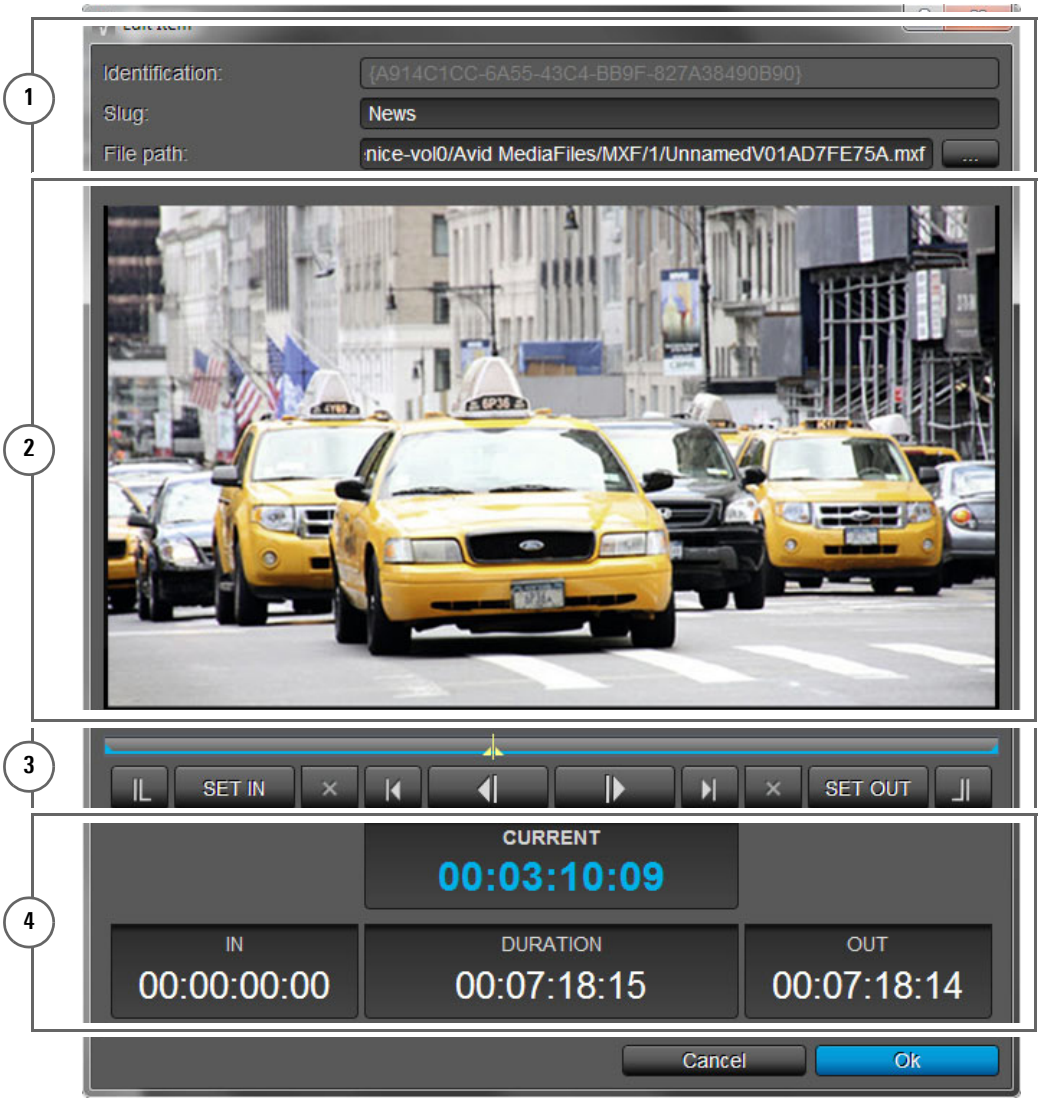

Figure 4-1: 'Edit Item' window

In this window you can edit the following items:

1.	**Slug**	Here you can change the file's name.
	File path	Select another file when clicking the directory button to the right.
2.	Image area	Shows the content of the clip.

3.	Scrub bar	You can use the scrub bar to scrub forward and backward.
	Editing items	The editing items below the scrub bar allow you to edit the file. You can do the following: ▪ Jump to the in or outpoint ▪ Set an inpoint or an outpoint ▪ Clear the set inpoint or outpoint ▪ Jump to the previous marker/beginning of the clip or jump to the next marker/end of the clip ▪ Step one frame backward or forward
4.	Position fields	In these fields you can set frame-accurate values by selecting the numbers and simply typing in the respective value. The following settings are possible: ▪ Set the marker to a certain position on the scrub bar (entry field **CURRENT**) ▪ Set the inpoint (entry field **IN**) ▪ Set the duration of the clip (entry field **DURATION**) ▪ Set the outpoint (entry field **OUT**)

Furthermore, you can edit the items on a running order directly, by pressing the button [Alt] on your keyboard and simultaneously clicking the respective item on the user interface.

On the running order bar, you can edit:

- the name of the running order (when clicking **Running Order**),
- set the running order on air or off air when clicking the icon to the left of **Running Order** or
- put the complete running order into a loop (when clicking the loop icon at the right side of the running order bar).

On the story bar, you can edit:

- the name of the story (when clicking **Story**) or
- put the story into a loop (when clicking the loop icon at the right side of the story bar).

On the clip, you can edit:

- the name of the clip (when clicking the clip's name),
- enter a new path when clicking into the clip's path,
- enter an in and outpoint when clicking into the inpoint and outpoint fields,
- activate the manual trigger (when clicking the pause icon on a clip) to stop the playout at the beginning of the respective clip (when manual trigger is activated you can perform a playout of single clips, when manual trigger is off, the chained trigger is active) or

- put the clip into a loop (when clicking the loop icon at the right side of the clip).

4.1.2 A/B Playout / Channel Groups

To form a group of channels, e.g. for A/B playout, perform the following:

1. Connect to a video channel as described in section "Connecting to a Video Channel" on page 2-11.
2. To create a group of channels you have to click the second (third, fourth, etc.) video channel in the channels area and then drag and drop it into the empty running order area of a rundown of the first video channel.

This will open a dialog window where you can enter the group's name. After applying the group's name you will see colored boxes above the position (timecode) fields in the operation items (see section "Rundown Area" on page 3-6) of the rundown. You will see only one rundown. You can now browse the file system and select the respective clip(s) (see section "Basic Usage" on page 4-2) into the rundown.

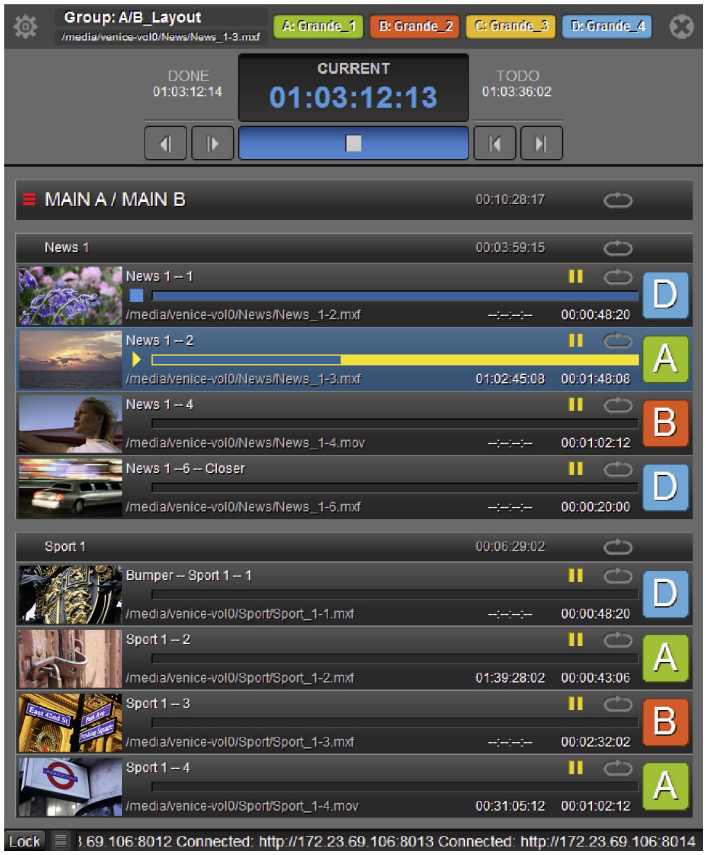

Figure 4-2: A/B (group) playout

The colored boxes above the position fields in the operation items indicate which clip belongs to which video channel. You can assign single clips to video channels by performing the following:

1. Select or multi-select clip(s) (keep the [Ctrl] key pressed and click the clips simultaneously).

Selected clips will be indicated in blue.

2. Press the key [Alt] on your keyboard and simultaneously left-click the colored box indicating the group letter on the clip or a clip of a selection.

This will open a little context menu with the group letters.

3. Click the letter of the group you want to assign the clip to.

The colored box(es) on the clip(s) will change its color and letter to the video channel the clip(s) has/have now been assigned to.

You can change the group name and the colors of the boxes. For this you have to press the settings button (see section “Configuration” on page 4-7) after having formed a channel group. In the **‘Channel and Server Settings‘** window you will now see a further option, the option **GROUP**.

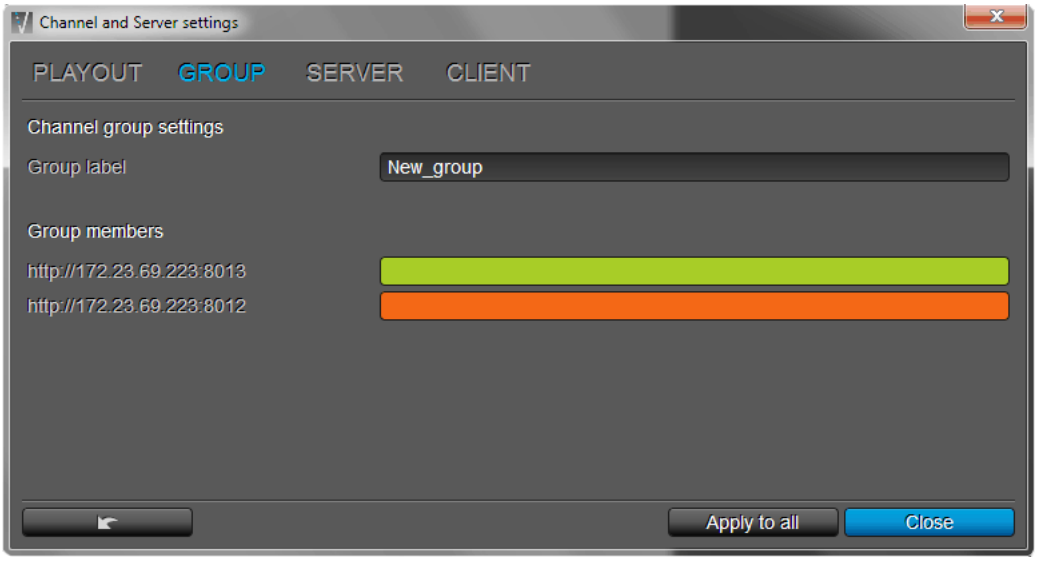

Figure 4-3: Configuration of A/B (group) playout

There you can enter a new group name into the entry field **Group label** or change the color of a video channel group member when clicking into the respective color bar. This will open a further window where you can select a color or enter the respective values. Apply the new settings by clicking the button **APPLY TO ALL**.

4.2 Configuration

When a video channel is connected and displayed in the user interface, click the settings button (1 in the figure below) to open the **'Channel and Server Settings'** window and to make several configurations for this video channel.

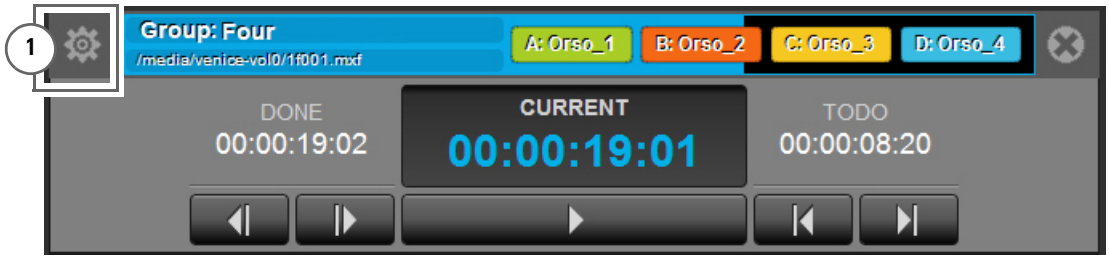

Figure 4-4: Configuration button on a rundown

The following window will be shown:

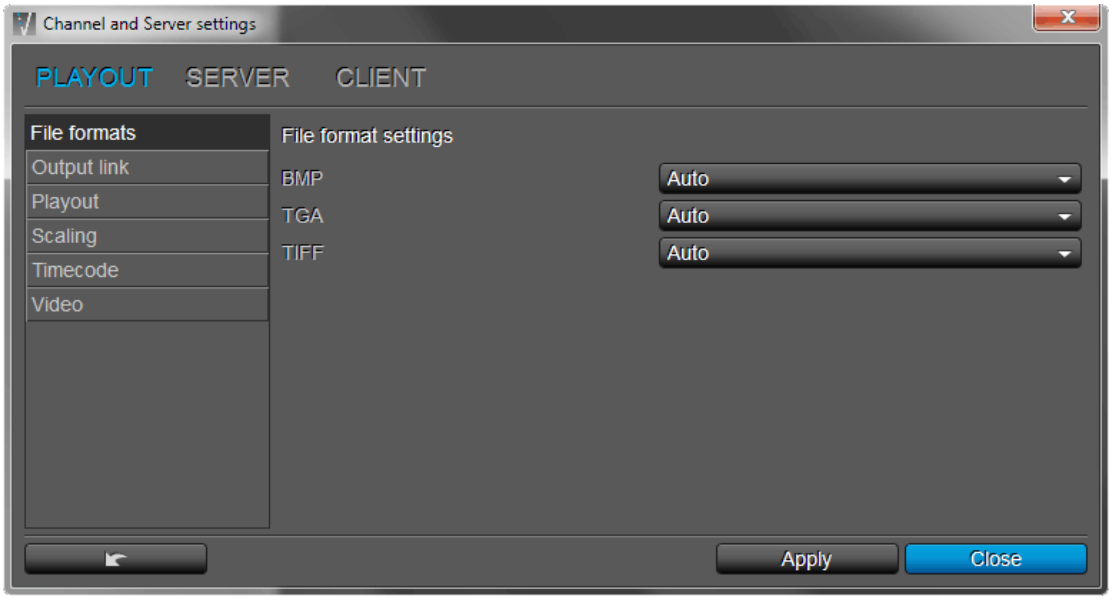

Figure 4-5: 'Channel and Server Settings' window

The available groups of configurations can be found to the left. Once an entry is selected, the settings sorted under it will be shown in the settings pane to the right. Then they can be adjusted.

When everything is set as wanted, you can apply them by using the button **APPLY** at the bottom right of the window. The **RESET TO SERVER SETTINGS** button (arrow button to the bottom left) resets all configurations back to their default values.

4.2.1 Playout – File Formats

The file formats BMP, TGA and TIFF usually carry no metadata about whether the material is progressive or interlaced. The **File formats** options offer you the possibility to define the image settings of the material to be played out or transformed.

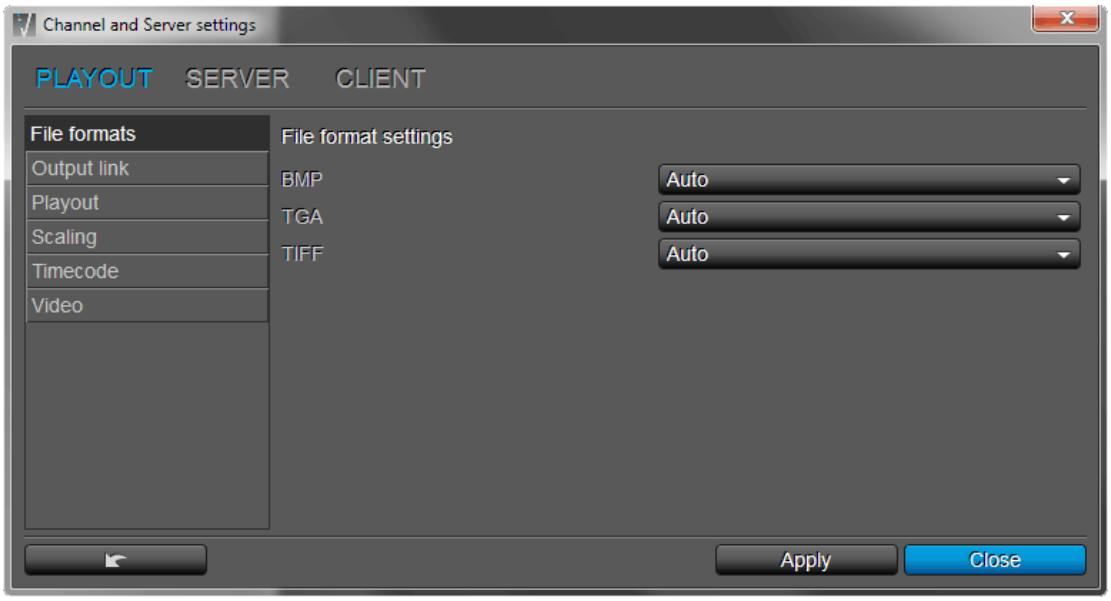

Figure 4-6: File format settings

It provides the following items:

BMP interpretation	Offers a drop-down list with the options **Interlaced**, **Progressive** and **Auto** to define the material in BMP format. The option **Auto** depends on the resolution of the video material.
TGA interpretation	Same as **BMP interpretation** only for TGA files
TIFF interpretation	Same as **BMP interpretation** only for TIFF files

4.2.2 Playout – Output Link

With this option you can configure the speed and the port of the output.

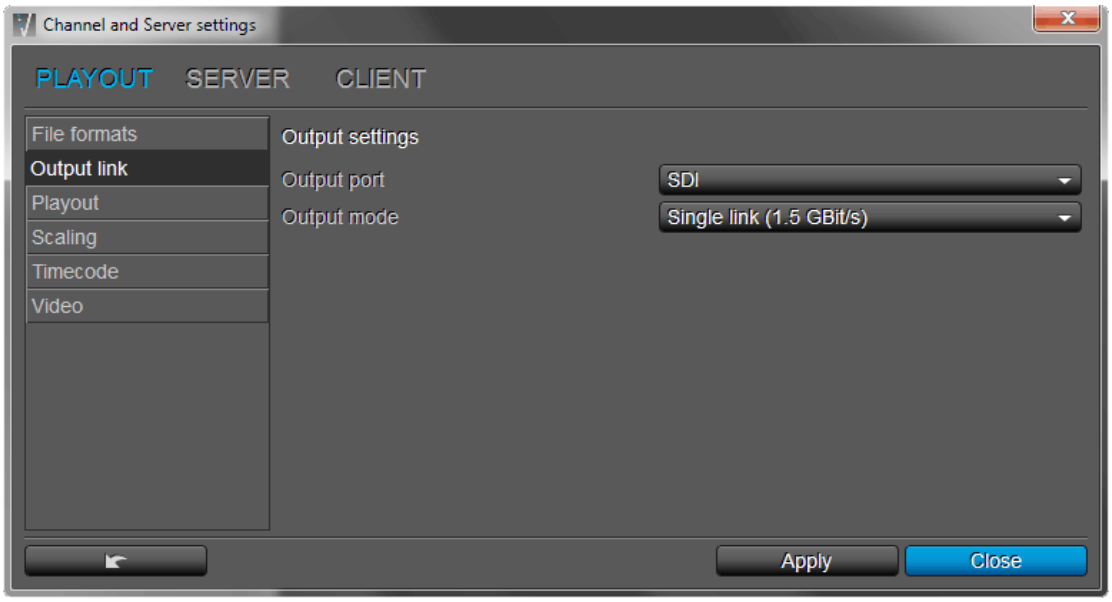

Figure 4-7: Output settings

It provides the following items:

Output port	Offers a drop-down list where you can select between **SDI** and **DVI** as output port.
Output mode	Offers a drop-down list where you can select between **Single link (1,5 Gbit/s)**, **Single link 3G/A (3 Gbit/s)**, **Single link 3G/B (3 Gbit/s)** and **Dual link**.

4.2.3 Playout – Playout

This option allows you to set e.g. fields for a playout operation or a placeholder.

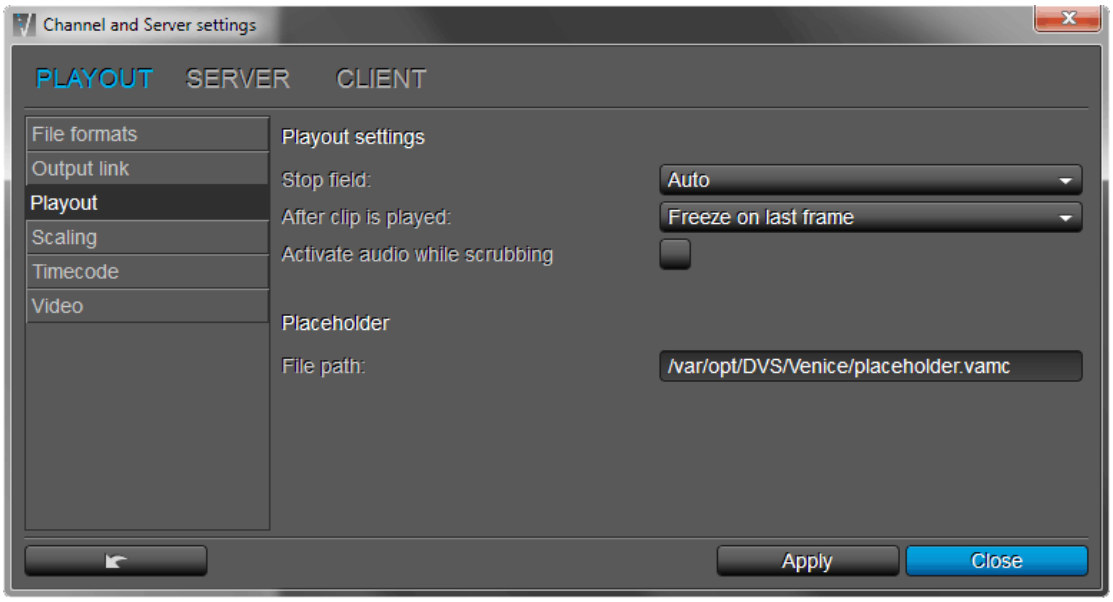

Figure 4-8: Playout and placeholder settings

It provides the following items:

Playout settings	
Stop field	In this drop-down list you can choose where to stop at an interlaced playout. Depending on if **Field 1** or **Field 2** is selected from the drop-down list the playout will be stopped at the first or second field. When setting **Auto** the playout will be stopped at the field when the button to stop the playout is pressed.
After clip is played	Select between **Freeze on last frame** and **Cue next clip** from the drop-down list to configure the behavior of the software after a clip is played.
Activate audio while scrubbing	Activate this check box to switch on audio while scrubbing in the **'Edit Item'** window (see section "Editing the Playout" on page 4-3).
Placeholder:	
File path	When altering the path in the entry field **File path**, you can set a new placeholder file for A/B playout. The default path references to a black image file.

4.2.4 Playout – Scaling

The **Scaling** settings determine the filter used for zooming as well as sharpness.

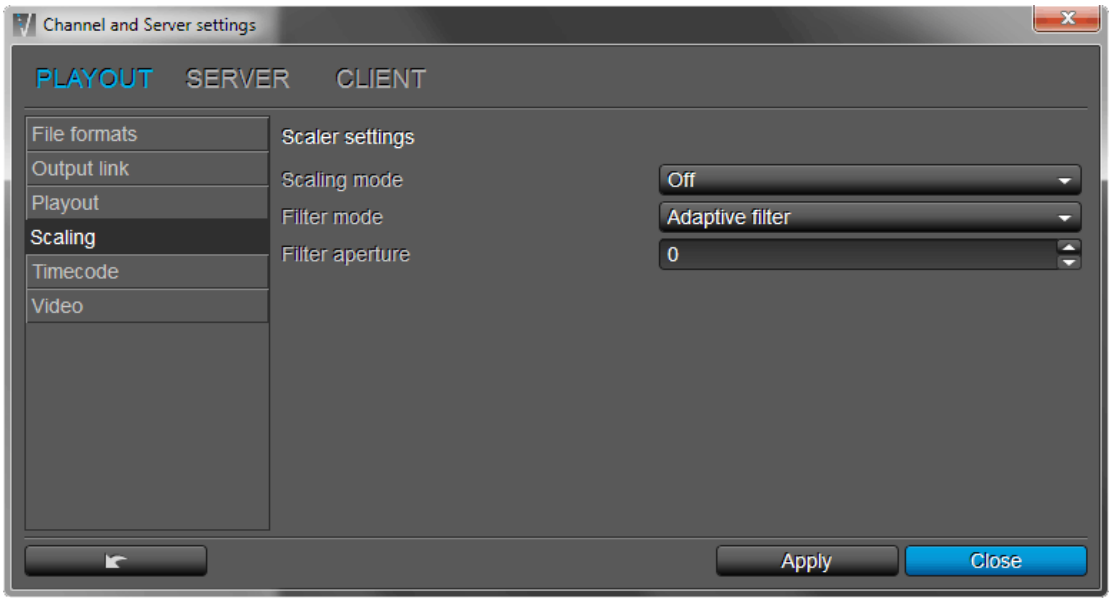

Figure 4-9: Scaling settings

It provides the following items:

Scaling mode	Enables you to scale and resize the video material if output format and the format of the video material are different. ▪ When selecting **Off** from the drop-down list, the material will maintain its original size. ▪ When selecting **Crop** from the drop-down list, the images will be scaled to their maximum allowable width or height so that you receive a full image at the output. If the aspect ratio is different, parts of the images will be cropped. ▪ When selecting **Box** from the drop-down list, the aspect ratio will not be preserved. The resulting images will be stretched or compressed if the aspect ratio is different and you will always receive a full image in the target files. ▪ When selecting **Fit** from the drop-down list, the original material will be scaled to its maximum allowable width or height so that no information gets lost. If the aspect ratio is different, you will receive black bars in the target files.

Filter mode	Determines the filter (algorithm) that will be used to change the video image content:	
	`Adaptive filter`	Optimized filtering for scaling, resulting in high-end quality pictures.
	`Adaptive plus filter`	Doubles the precision and quality of the 'Adaptive filter'.
	Adaptive plus, at 8 taps, looks better for a downscaling. For upscaling and scaling around 1.0 it results in more artifacts ('ringing') than the adaptive filter.	
Filter aperture	Sharpens (> 1) or blurs (< 1) the image content. Main usage is for Moiré effects (interferences in your video output signal usually caused by fine black and white image details, e.g. striped or checked patterns). Then, use these items until the jittering or other interferences disappear.	

4.2.5 Playout – Timecode

The **Timecode** settings allow you to configure the timecode output to your purposes:

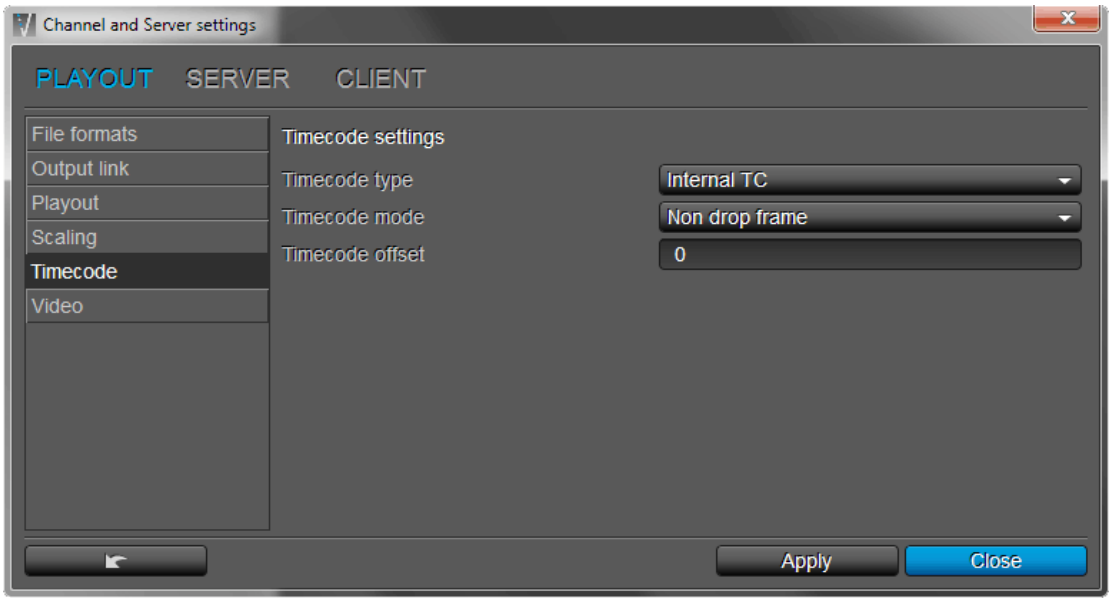

Figure 4-10: Timecode settings

It provides the following items:

Timecode type	Determines the timecode type, i.e. whether an internal timecode or the source timecode provided by the files should be used (if supported by the file format).
Timecode mode	Specifies if drop-frame timecode or non-drop-frame timecode should be applied to the internal timecode (for 29.97 Hz timecodes). The last colon of the timecode format may be displayed in the software as a full stop. Then the timecode fields of the software will display, for example, `12:25.07` instead of `12:25:07`. This indicates that the drop-frame timecode feature is activated. When entering timecode, the last colon can also be replaced by a full stop.
Timecode offset	Specifies a timecode offset for the internal timecode.

4.2.6 Playout – Video

The **Video** settings allow you to configure the picture and the color output to your purposes:

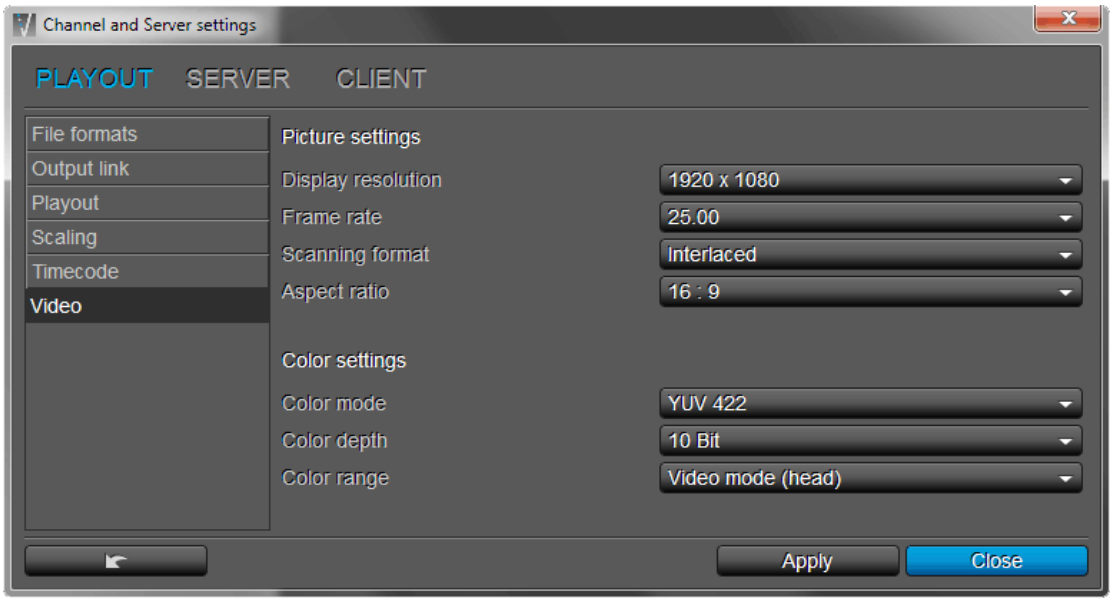

Figure 4-11: Video settings

It provides the following items:

Picture settings	
Display resolution	Select the display resolution for the playout from this drop-down list.
Frame rate	Select the frame rate for the playout from this drop-down list.
Scanning format	Select ***Interlaced*** or ***Progressive*** for the playout from this drop-down list.
Aspect ratio	Select the aspect ratio (16:9 or 4:3 depending on set resolution) for the playout from this drop-down list.
Color settings	
Color mode	Select the color mode from this drop-down list. Available options are **RGB 444**, **RGBA 4444**, **YUV 422** and **YUVA 4224**.
Color depth	Select the color bit depth for the playout from this drop-down list.
Color range	Select the color range (video mode head) for the playout from this drop-down list.

4.2.7 Server Settings

The ***Server*** settings allow you to set server related configurations directly from the user interface of VENICE Play. It opens the following window:

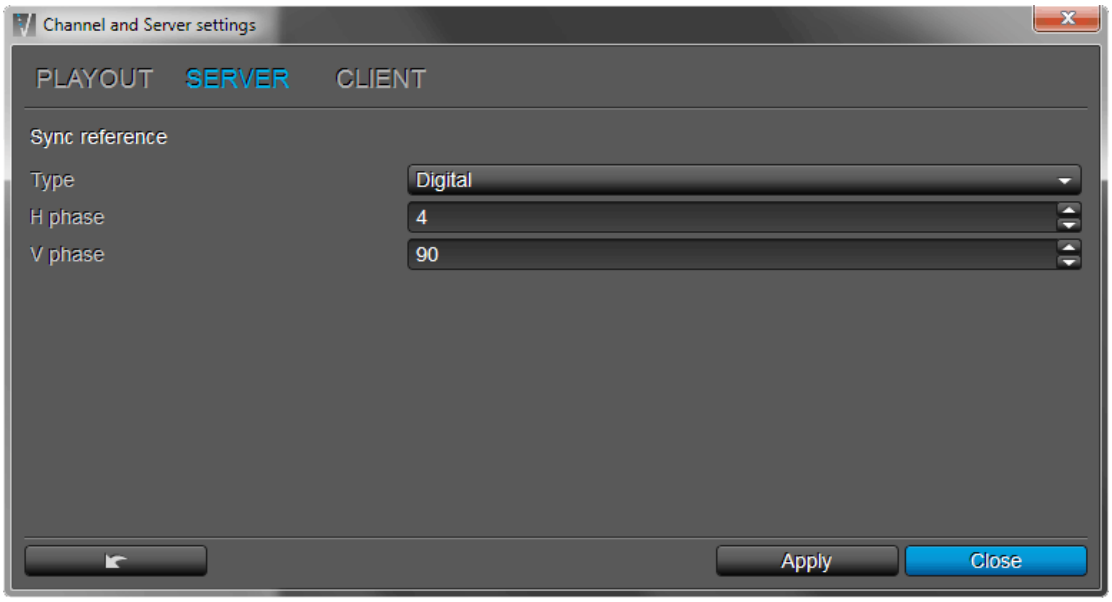

Figure 4-12: 'Channel and Server Settings' window

The **Sync reference** settings set the synchronization of in- and output video signals for the video channel pairs 1/2 and 3/4 of the VENICE server. For the video channel pairs different settings can be set when either one of these channels has the focus in VENICE Play.

When changing the sync settings of a channel this will effect the respective second channel of the video channel pair.

Sync settings can only be made on the first channel of a video channel pair.

The following settings items are provided:

Type	Determines the type of sync for the input thereby determining the sync output. Usually, the video channels run in a non-genlock mode, i.e. an internal synchronization is performed (`Internal`). To set the video channels into an analog genlock mode connect a signal to the reference input and select an appropriate sync type here (e.g. `Bilevel` or `Trilevel`). If a synchronization should be performed via the signal received on the SDI inputs, select the setting `Digital`.
H phase	Adjusts the horizontal phase of the sync output signal relative to the input sync signal. The output signals will be altered accordingly, i.e. the time base of the output signals will be generally altered. The value is for SD video rasters in half-pixels, for all others in full pixels.
V phase	Adjusts the vertical phase of the sync output signal relative to the input sync signal. The output signals will be altered accordingly, i.e. the time base of the output signals will be generally altered. The value is in lines.

4.2.8 Client Settings

With the **Client** settings you can configure a countdown that will be displayed in the rundown when the playout reaches the set point of time in the clip.

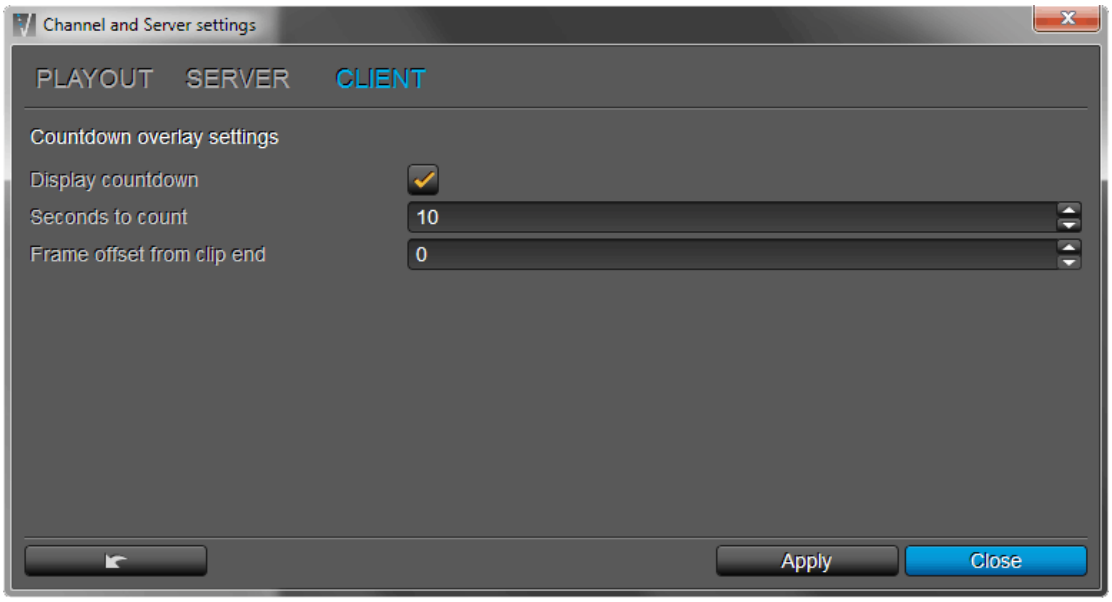

Figure 4-13: 'Channel and Server Settings' window

The following settings items are provided:

Display countdown	Activate this check box to activate the display of the countdown on the rundown in the user interface.
Seconds to count	Set the seconds to count up or down by using the up and down arrows. The countdown will then start at the set point, e.g. 10 seconds before the clip that is currently being played out ends.
Frame offset from clip end	Set the frame offset up or down by using the up and down arrows. The countdown will then end before the set frame offset begins at the end of a clip that is currently being played out.

Appendix

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A.1 Troubleshooting

The table below lists some errors that may occur during the operation of VENICE Play and details how to resolve them:

Error	Cause	Solution
Troubleshooting related to content management or the Spycer software		
No systems/folders are displayed in the directory trees of the file system, i.e. neither are local drives/folders displayed nor network systems/ folders. The thumbnails in the running order are missing and a grey image is displayed instead.	Spycer is configured to localhost and the local content management is disabled.	With Spycer running alter the network configuration settings from localhost (127.0.0.1) to the IP address of the network connection that is connected to the network and/or enable the local content management.
	The SpycerAgent is not running.	Either close and afterwards re-start the user interface of Spycer, or use the SpycerAgent tool to get the background process started.
	Some network ports are closed.	Some network ports have to be free and available to connect successfully to the SpycerNet. Otherwise Spycer and therefore the data management in VENICE Play will be confined to its localhost only (IP address 127.0.0.1 has to be used).
No network systems are displayed in the directory tree of a file system.	The network/system drop-down list is set to display the drives/directories of the local system only.	Set the network/system drop-down list to `Network`.
	There are no other Spycers running in the network.	Either start or install Spycer on another system connected to your network and configure it for the SpycerNet accordingly.
	The local Spycer is connected to the wrong network or configured to localhost (127.0.0.1).	With Spycer running alter the network configuration settings: Select the proper IP address of the network port connected to the network where other Spycer and VENICE Play applications are present.
	Some network ports are closed. May be the cause when no local drives are displayed as well.	Some network ports have to be free and available to connect successfully to the SpycerNet. Otherwise Spycer and therefore the data management in VENICE Play will be confined to its localhost only (IP address 127.0.0.1 has to be used).

Error	Cause	Solution
A network system is visible but provides no data/ you cannot access the data.	The appropriate permissions are not given.	The system takes part in the SpycerNet as well as performs a local content management but browse and search permissions are not given. Allow at least a browsing and searching on the system. You can view what permissions are given for the respective peer in the properties window.
	The data is write-protected.	Remove the write protection from the file on the respective peer.
A contents area of the browse and search tools does not show the wanted material.	The required data is not stored in the selected directory.	Move, copy or capture the required data to this directory.
	The selective view drop-down list is set to a selective viewing.	Set the selective view drop-down list to the kind of data that you want to display or to `All Files`.
	Some files (e.g. *.mov) require the installation of third-party programs.	Install the third-party program such as the QuickTime player.
You receive an error message when copying (moving) data.	You tried a copying between different systems in the network.	For copy procedures the Spycer application running on the foreign system and therefore VENICE Play must be set to the appropriate access rights (read permissions). Otherwise a copy process will not be possible. Set the access permissions of the Spycer application on the other system appropriately.
	You tried to copy/move data to a specially secured location (e.g. on an SNFS storage).	Access to storage locations may be restricted. To enable accesses of the SpycerAgent to these locations, you have to enter the administrative access permissions via the **ADVANCED...** button available in the watch folder configuration settings.
Troubleshooting related to the VENICE Play software		
The channels area does not show any VENICE systems or the list is not complete.	The user interface has not been updated.	Click the reload button to the right of the sorting list in the channels area to update the display in the user interface (see section “Channels Area” on page 3-8).
A story or clip is being played out in VENICE Play and the playout is indicated in the VENICE View software whereas the video overlay there shows only a black image instead of the content.	The content has been deleted/moved from the directory via the VENICE Play user interface but the story has not been updated in the running order.	Either delete the items related to the deleted/moved content from the running order in the VENICE Play software or change the path of the clips in the running order to the new path of the copied/deleted clip (see section “Editing the Playout” on page 4-3). If moving/deleting the content was performed unintentionally, you can move or copy the content back to the appropriate folder, e.g. via the Spycer software.

Error	Cause	Solution
Troubleshooting related to the network configuration		
The channels area does not show any VENICE systems or the list is not complete.	Your network is not configured for multicast communication.	Please refer to your network administrator. In case a multicast configuration is not possible, the administrator can manually configure the *mos_services.cfg* file (see section “Configuring the MOS Service” on page 2-8).
	The **MOS only** check box in the channels area of the user interface is still activated and therefore the channel list only displays the servers that are found by the WS Discovery.	Deactivate the **MOS only** check box in the channels area of the user interface (section “Channels Area” on page 3-8) as by default, this list displays the systems that are found by the WS Discovery and not those that are set as static in the *mos_services.cfg* file.
	Please check the *mos_services.cfg* file (see section “Configuring the MOS Service” on page 2-8) if there might be a wrong setting of IP addresses.	

For further information about how to handle problems related to Spycer, see the “Spycer” user guide.

To troubleshoot license issues, the **’About VENICE Play’** window in the Spycer application provides further details about the license currently assigned to your application.

In cases you have not found the solution for your problem in this troubleshooting, please refer to your network and system administrator or to the DVS service department.

A.2 Keyboard Shortcuts

For a more easy control of VENICE Play there are various keyboard shortcuts available which are listed in the table below:

Action	Key Action
Open the **'About'** window	[F1]
Open the option ***Rename...*** of the context menu when an/several item(s) of the contents area or a/several folder(s) in the directory tree is/are selected	[F2]
Refresh the view of the directory tree (must have focus)	[F5]
Play clip	[Space], [5], [L]
Stop playout	[Space], [5], [K], [L]
Step one (1) frame forward on a scrub bar (must have focus)	[Right Arrow], [4], [.]
Step one (1) frame backward on a scrub bar (must have focus)	[Left Arrow], [3], [,]
Select several items (e.g. files) disjointedly	Hold [Ctrl] key (*Mac:* [⌘]) while selecting with the mouse
Select a range of adjoining items (e.g. files)	Hold [Shift] key while selecting with the mouse
Within the home system: Move material to another location instead of copying	Hold [Alt] key while drag 'n' drop with the mouse
Set inpoint	[I]
Set outpoint	[O]
Go to inpoint	[A]
Go to outpoint	[S]
Copy selected material to the clipboard	[Ctrl + C] (*Mac:* [⌘ + C])
Cut selected material to the clipboard	[Ctrl + X] (*Mac:* [⌘ + X])
Paste from clipboard to the selected position/location	[Ctrl + V] (*Mac:* [⌘ + V])
Delete directories/files from the storage	[Del], [Backspace]

Action	Key Action
Close an open window of VENICE Play	*Linux/Windows only:* [Alt + F4]
Exit VENICE Play	[Alt + F4] (*Mac:* [⌘ + Q])

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